

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A method of providing a variable period of play on playing a gaming device, comprising the steps of:

receiving, at the gaming device, a single wager, initiating a variable period of play for a game operating on the gaming device wherein the single wager provides a player a plurality of plays of a single game;

displaying a plurality of parameters related to said the game;
interacting with a player of said game through data selectively entered by the player;
receiving at the gaming device, a plurality of player initiated actions;
providing a storage means that is adapted to store restoring information related to said the game;

displaying, at predetermined in response to at least one player initiated action, at least one of (i) a game-terminating symbol, and (ii) a game-extension symbol, wherein the game-terminating symbol decreases the number of the plurality plays allotted to the player and the game-extension symbol increases the number of the plurality plays allotted the player, times at least one game terminating symbol;

maintaining a count of the game-terminating symbols and the game-extension symbols in relation to the number of the plurality of plays;

determining an outcome of said game each play based on the information stored in said storage means of said gaming device;

displaying game results periodically based on the outcome of each play; and
ending said the variable period of play when a predetermined the number of game-terminating symbols displayed brings the count to zero occur.

2. (Currently Amended) The method of claim 1, wherein the occurrence of said the game-terminating symbol is random.

3. (Currently Amended) The method of claim [[1]] 29, wherein the occurrence of said the

game-terminating symbol is related to saidthe data selectively entered by the player and saidthe information stored in saidstorage means stored information.

4. (Canceled)

5. (Currently Amended) The method of claim [[4]]1, wherein saidthe game-terminating symbol is a depiction of an explosive device, and saidthe game-extension symbol is a depiction of a ship, wherein the occurrence of saidthe depiction of a ship counteracts at least one of saidthe depictions of [[an]]the explosive device.

6. (Currently Amended) The method of claim 1, wherein saidthe game-terminating symbol is in the form of a strike as used in a baseball game, and wherein when a predetermined number of saidthe strikes-occur, saidthe variable period of play ends.

7. (Currently Amended) The method of claim 1, further comprising the step of displaying a simulation related to saidthe game.

8. (Currently Amended) The method of claim 7, wherein saidthe game-terminating symbol relates to a sport and saidthe simulation relates to saidthe sport.

9. (Currently Amended) The method of claim 1, further comprising the step of displaying at predetermined times at least one game-extension symbol which extends said variable period of play by counteracting at least one of said game terminating symbols when said game extending symbol-occur, and wherein saidthe game-terminating and game-extension symbols relate to the sport of American football, and wherein saidthe game-terminating and game-extension symbols are a depiction selected from the group comprising at least one of a yard number, a number of downs, a touchdown, a fumble, a pass, a hand-off, a punt, a field goal, a run, a block, a kick, and a penalty.

10. (Currently Amended) The method of claim 7, wherein saidthe simulation is dictated by the depiction of saidthe game-terminating and game-extension symbols.

11. (Currently Amended) A method of providing a session period of play on playing a gaming device, comprising the steps of:

receiving, at the gaming device, a single wager, wherein the single wager provides a player a session period of play for a single initiating a session period of play for a game operating on the gaming device;

displaying a plurality of parameters related to saidthe game;

interacting with a player of said game from data selectively entered by the player;

providing a minimum number of game winning opportunities within saidthe session;

providing an information storage meansstoring information related to the game;

displaying at least one of (i) a game-extension symbol, wherein the game-extension symbol increases the minimum number of game winning opportunities each time the game-extension symbol is displayed, and (ii) a symbol that is not a game-extension symbol;

determining an outcome of said predetermined the game based on the stored information stored in said information storage means of said gaming device;

displaying game results periodically; and

ending saidthe session period of play when said minimum the number of game winning opportunities expire.

12. (Canceled)

13. (Canceled)

14. (Currently Amended) The method of claim [[12]]30, wherein an appearance of saidthe at least one game extensiongame-extension symbol is dictated by saidthe data selectively entered by the player.

15. (Currently Amended) The method of playing a gaming machine of claim 11, wherein saidpredeterminedthe game is a slot machine game, and wherein saidthe minimum number of game winning opportunities is a minimum number of reel spins granted when saidthe session period of play is initiated.

16. (Currently Amended) A method of providing a session period of play on playing a gaming device, comprising the steps of:

receiving, at the gaming device, a single wager, wherein the single wager provides a player a session period of play for a single game and guarantees initiating a session period of play, wherein a player is granted a predetermined number of game plays for a first game operating on the gaming device;

displaying a plurality of parameters related to said the first game;

interacting with the player to initiate one of said the predetermined number of game plays;

displaying at least one of (i) a game-extension symbol, wherein the game-extension symbol increases the minimum number of game winning opportunities each time the game-extension symbol is displayed, and (ii) a displaying at least one special symbol, wherein a characteristic of the special symbol is used during said game plays that are used in a secondary game, and (iii) a symbol that is not a game-extension symbol or a special symbol;

determining an outcome of said the first game play;

displaying game results periodically;

ending said the session period of play when said predetermined the number of game plays expire; and

initiating said the secondary game, wherein said the at least one special symbol dictates an aspect of said the secondary game.

17. (Currently Amended) The method of claim 16, wherein said the special symbol is a depiction of either an arrow, a shovel, [[or]] and an explosive device.

18. (Currently Amended) The method of claim 16, wherein said at least one the special symbol is displayed randomly.

19. (Currently Amended) The method of claim 16, wherein said at least one the special symbol is displayed based upon said the outcome of said the game play.

20. (Currently Amended) The method of claim 16, wherein said second the secondary game

includes a mining theme, and wherein ~~said special symbols are depictions~~ the special symbol is a depiction of mining tools that allow the player to navigate below a depiction of the surface of the earth to reach prizes.

21. (Currently Amended) The method of claim 16, wherein ~~said second~~the secondary game is the same game type as ~~said~~the first game, such that ~~said at least one~~the special symbol has the effect of granting an additional number of ~~said~~ game plays.

22. (Currently Amended) A method of ~~playing providing a session period of play on~~ a gaming device, comprising ~~the steps of:~~

~~receiving, at the gaming device, a single wager, wherein the single wager provides a player initiating a session period of play for a single game and wherein a player is granted a guarantees a predetermined number of game plays for a game operating on the gaming device;~~

~~displaying a plurality of parameters related to said~~the game;

~~receiving at the gaming device a plurality of player initiated actions;~~

~~interacting with the player to initiate one of said predetermined number of game plays;~~

~~determining an outcome of said~~the game play;

~~classifying said~~the outcome as a win or a loss;

~~removing one of said~~the predetermined number of game plays if ~~said~~the outcome is a

~~loss;~~

~~rewarding the player if the outcome is a win, wherein the reward consists of maintaining the predetermined number of game plays, and either (i) extending the session period of play by increasing the number of predetermined number of game plays, and (ii) giving the player a payout, wherein the payout amount is calculated based on providing a pay table, which along with and the player's wager, dictates the possible reward for said outcome of a win;~~

~~rewarding the player said possible reward if said outcome is a win, while maintaining said predetermined number of game plays;~~

~~removing one of said at least one predetermined number of game plays if said outcome is a loss;~~

~~displaying game results periodically; and~~

ending the session period of play when saidthe predetermined number of game plays are exhausted or when said session period expires.

23. (Currently Amended) The method of claim 22, further comprising the step of altering saidthe pay table between saidthe predetermined number of game plays.

24. (Currently Amended) The method of playing a gaming machine of claim 23, wherein the amounts on saidthe pay table are selectively increased upon saidthe outcome of a win, and wherein the amounts on saidthe pay table are decreased upon saidthe outcome of a loss.

25. (Currently Amended) [[A]]The method of playing a gaming machine of claim 23, wherein saidthe pay table is altered randomly.

26. (Currently Amended) The method of claim 23, wherein saidthe pay table is affected by an event within the game.

27. (Currently Amended) The method of claim 26, wherein saidthe event within the game includes at least one of a player interaction, an addition of money or credit, an attainment of predetermined game symbols, and an attainment of a predetermined game outcome.

28. (New) The method of claim 1, wherein the game-extension symbol and the game-termination symbol are displayed simultaneously.

29. (New) The method of claim 1, further comprising interacting with a player of said game through data selectively entered by the player.

30. (New) The method of claim 11, further comprising interacting with a player of said game from data selectively entered by the player.